

HYPERLAB ZIP EDITOR

ENGINE

PRELIMINARY SPECIFICATIONS

*Note that these specifications go beyond
the anticipated one year's work.*

By looking further ahead we can see the right direction more
clearly.

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New 8080s

ZIP EDITORS

THE PURPOSE OF A ZIP EDITOR

The purpose of a Zip Editor is to show, and let you work with, connected data sequences (especially text), and the linkages between them.

Using our Zip Editor, we hope it will be easier to edit conventional text, to handle complex hypertexts, and to work with large projects of any kind.

Special uses include:

- Outlining of large projects

- Organizing of very large projects

- Evolving Sequential text

- Cross-referencing of Everyday lists

- (especially lists of things to do, calendar lists, address lists, etc.)

- Parallel hypertext (collateral hypertext)

and others that we hope you will tell us about.

Perhaps most important, the Zip Editor is a first simple step toward transclusive publishing, where authors may re-use each others' materials without restriction but with reward and clarity.

BASIC OBJECTS

Item

An item is a chunk, paragraph-like object, or file card-like object.
(It is stored as a single Unix file. The file's name is not known to the user.)

Subitem

An item may have several subitems or parts (sometimes called "fields."
These include Title, Body, Date.
(If an item has Categories or Keywords, those are translated into Zip Addresses.)

Zip

A zip is a series of items, with or without a name.
The items are in sequence.

A zip may be used--
to store contents
to select or filter other zips.

Head

Main item, usually at the top, usually the title.

Tail, Staff, Shaft, Pole

Vertical line on which items are mapped.

Wing, Window

Enlarged view of items, or part of items, extending from the Tail.

Zipplex

A zipplex is a set of zips which a user wants to consider together. It may be a collection of projects, a single project, or part of a project. (Internally, it is a list of zips.)

Segment

Series of items separated by an operation.

Gap

Logical break between segments, where a transclusion is not shown.

Phantom Zip, Projected Zip

A phantom, or projected, zip is a zip the user asks to see which is not actually "created." (Technically, it is considered to be a view rather than a construction. Even though the zip is actually constructed-- and demolished if not kept, its existence is not recorded in structure history unless the user decides to keep it.)

Journal

This is a zip which records all new items, in order.

Ray

A ray is a line or stripe between items on two different zips, to represent transclusion or linkage. Rays may be of different colors, and may be animated.

History

The History is the record of what operations have been performed. (Unlike most recorded series of operations, which are sequential and must be played back sequentially, our history is tree-structured; you may go back to any previous state of the system, or of a given zip, and perform operations from that point. Thus history is a tree structure.

Structure history tells what constructions were actually built.

View history is much richer, and tells what views were actually seen.

Control Pad

These are the different controls of the system, being mainly buttons and selector pads.

Selector Pad

Pad which can be peeled off and placed over items and zips to be selected.

Menuplex

The Menuplex is a set of selector pads, collected together. They show the possible operations symbolically, rather than in words.

Muster

Basic state where all zips can be seen and reviewed.

Digitized by the Internet Archive
in 2025

BASIC RELATIONS

Connection

Either a transclusion (see below) or a link (see below).

Transclusion

A transclusion is the appearance of the same item in more than one zip. (Technically, it is not copied; rather, the name of the item is included in the zip, which is a list.)

Link

A link is a connection between items on different zips which is not a transclusion.

Sequence

Sequence is the relation between successive items on a single zip.

Succession

When an item is edited, a new item is created.
Items may be split or combined.
Each item knows its previous and later versions.

BASIC VIEWS

Seahorse View

View of a zip showing flag at top, vertical bar, possibly windows on the vertical bar.

Pole, Shank or Staff

The vertical portion of a displayed zip.

Head

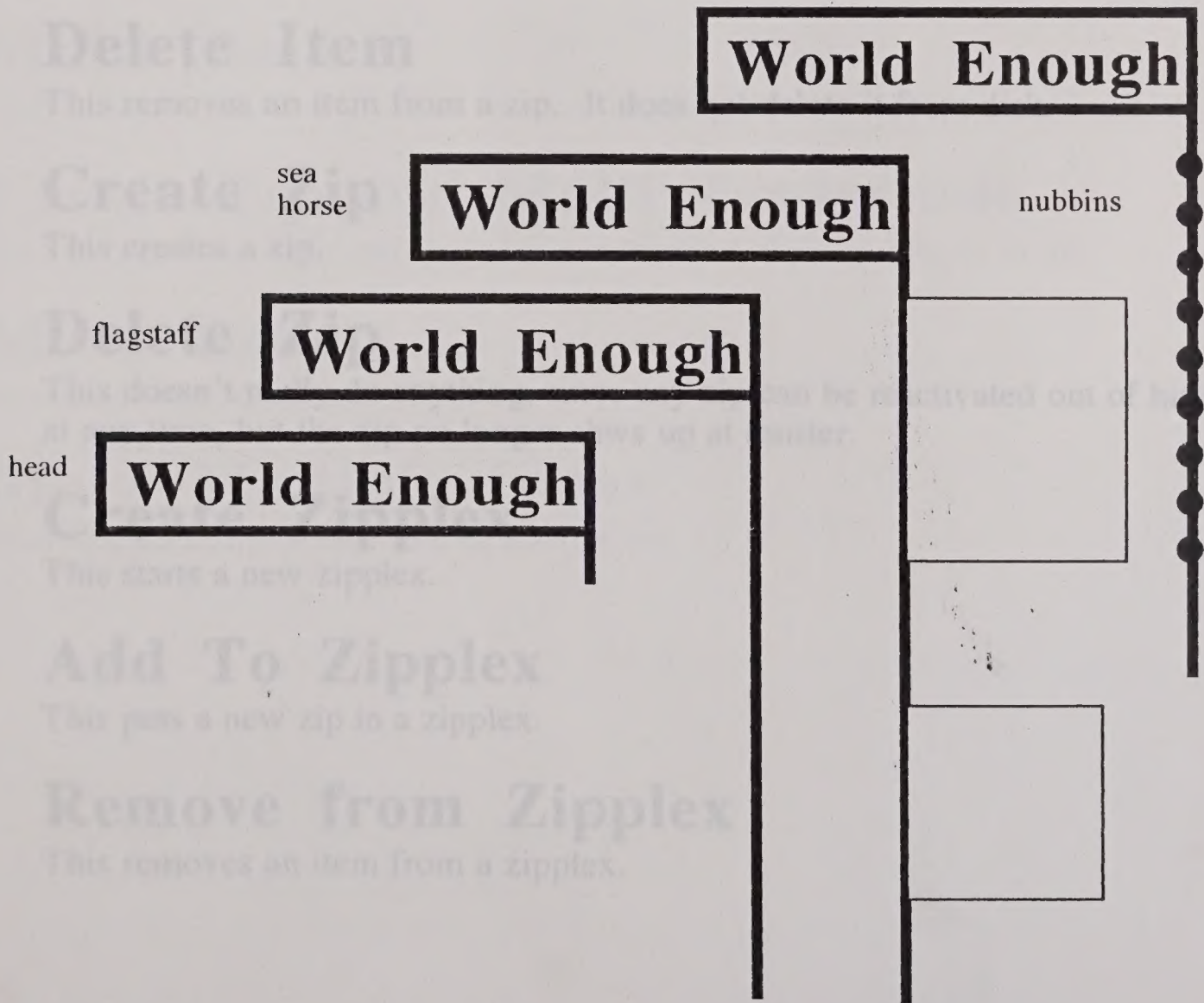
The top part of a displayed zip, showing the title.

Window

The flaglike rectangle in which contents of a Zip are shown.

Nubbin or Nub

Slight swelling on the staff of a zip to indicate an item.



BASIC OPS: Structure Ops

Create Item

This creates a new item on some particular zip.

Transclude Item

This adds an existing item to an existing zip.

Edit Item

This creates a new item which replaces the previous.

Delete Item

This removes an item from a zip. It does not delete it from disk.

Create Zip

This creates a zip.

Delete Zip

This doesn't really do anything, since any zip can be reactivated out of history at any time, but the zip no longer shows up at muster.

Create Zipplex

This starts a new zipplex.

Add To Zipplex

This puts a new zip in a zipplex.

Remove from Zipplex

This removes an item from a zipplex.

BASIC OPS: Compound Structure Ops

Multi Transclude

This transcludes multiple items between zips.

Multi Delete

This deletes a number of items from an existing zip.

Create Zip and Multi Transclude

This creates a new zip and transcludes a number of items into it, or all.

Move Item

Moves an item up or down a zip.

Move Multiple Items

Moves a selection of items up or down a zip.

Scroll in zip

The material scrolls through a window, and the window moves down the zip's pole.

Show Links

This shows links between two or more zips.

Show Transclusions

This shows transclusions between two or more zips.

BASIC OPS: View Ops

Scroll in zip

The material scrolls through a window, and the window moves down the zip's pole.

Reposition Zip(s)

One or more selected zips are moved about on the screen.

Resize Zip

The appearance of a zip is made larger or smaller.

Open Wing/Window of Zip

A selected portion of the Zip is turned from a vertical bar into an open window on that bar.

Close Wing/Window of Zip

The window is closed.

Resize window (text size constant)

The text window gets larger or smaller, text stays same size.

Resize window (text size changing)

The window is resized and the text gets bigger or smaller.

Scroll in zip

The material scrolls through a window, and the window moves down the zip's pole.

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This shows links between two or more zips.

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BASIC OPS: Compound View/Structure Ops

Select Zipplex

Only certain zipplex(es) are shown.

Filter/Cross-Select

Selections in one zip are made to specifications from other zips.

Multi Select (items)

A number of items are selected.

Select Transclusions

At least three zips are involved. One, a selector, chooses which transclusions are to be shown between the other two.

Select Segments

Using transclusions specified by one zip, segments are selected.

Select Linked Items/Nonlinked Items

The equivalent of select transclusions and select items, but for links rather than transclusions.

(Compound Selections)

Segments and/or transclusions and/or linked material are selected based on criteria in several filter or selector zips.

Make/(Project Phantom)

One or more compound zips are made or projected for study, and their contents selected.

Ratify Phantom

In case you like the phantom zip(s) you just made, you decide to keep them. They now become official, and their creation goes into structure history.

One Zip can filter what shows on another zip, or what is projected from some other zip to a new zip.

There will be a wide variety of such functions.

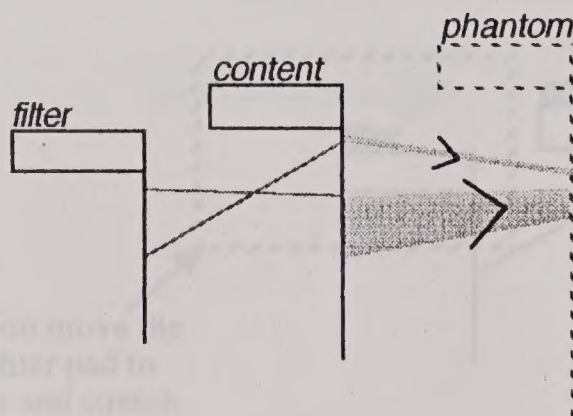


COMPOUND OP VIEWS

Filtered Views

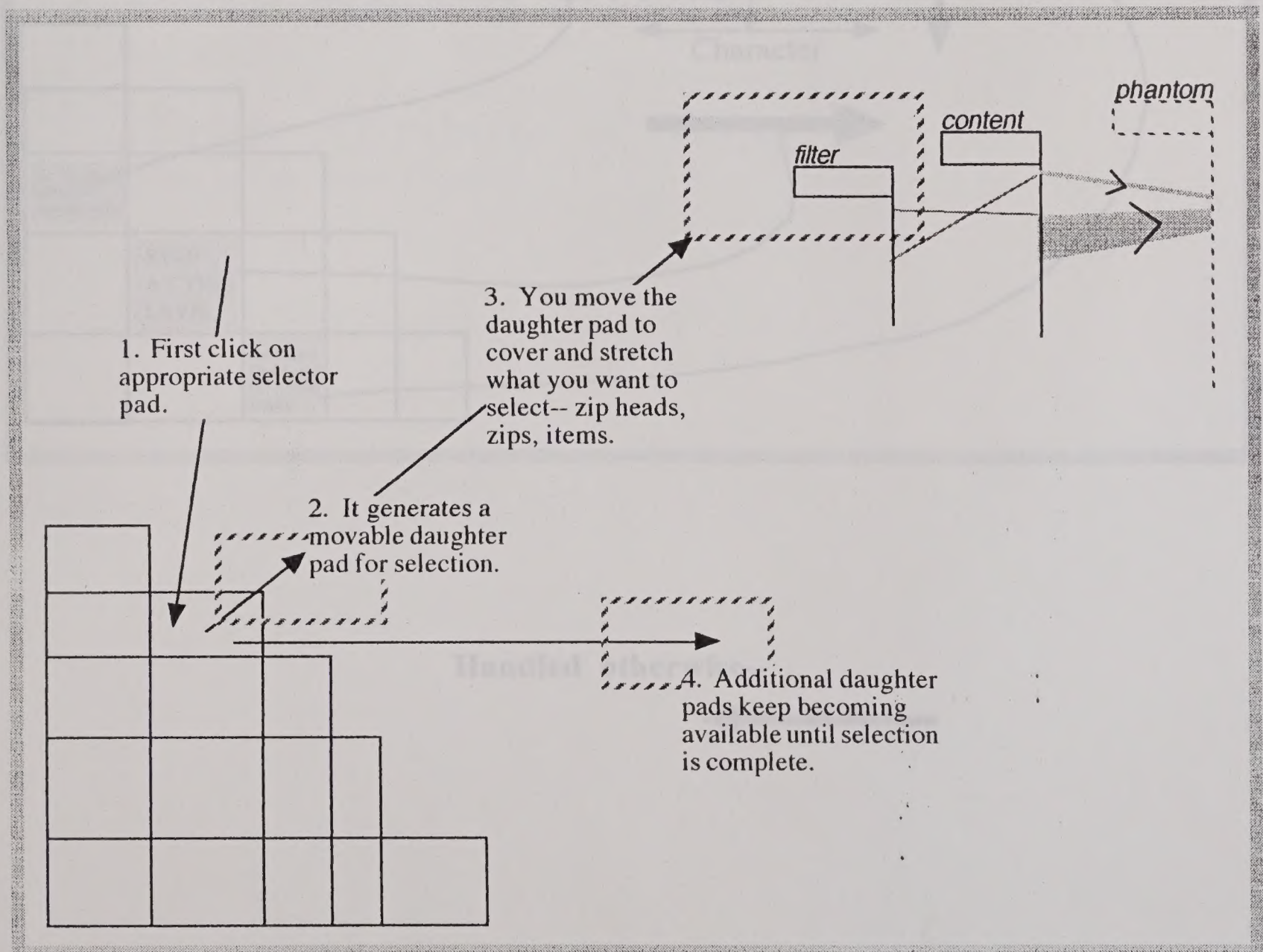
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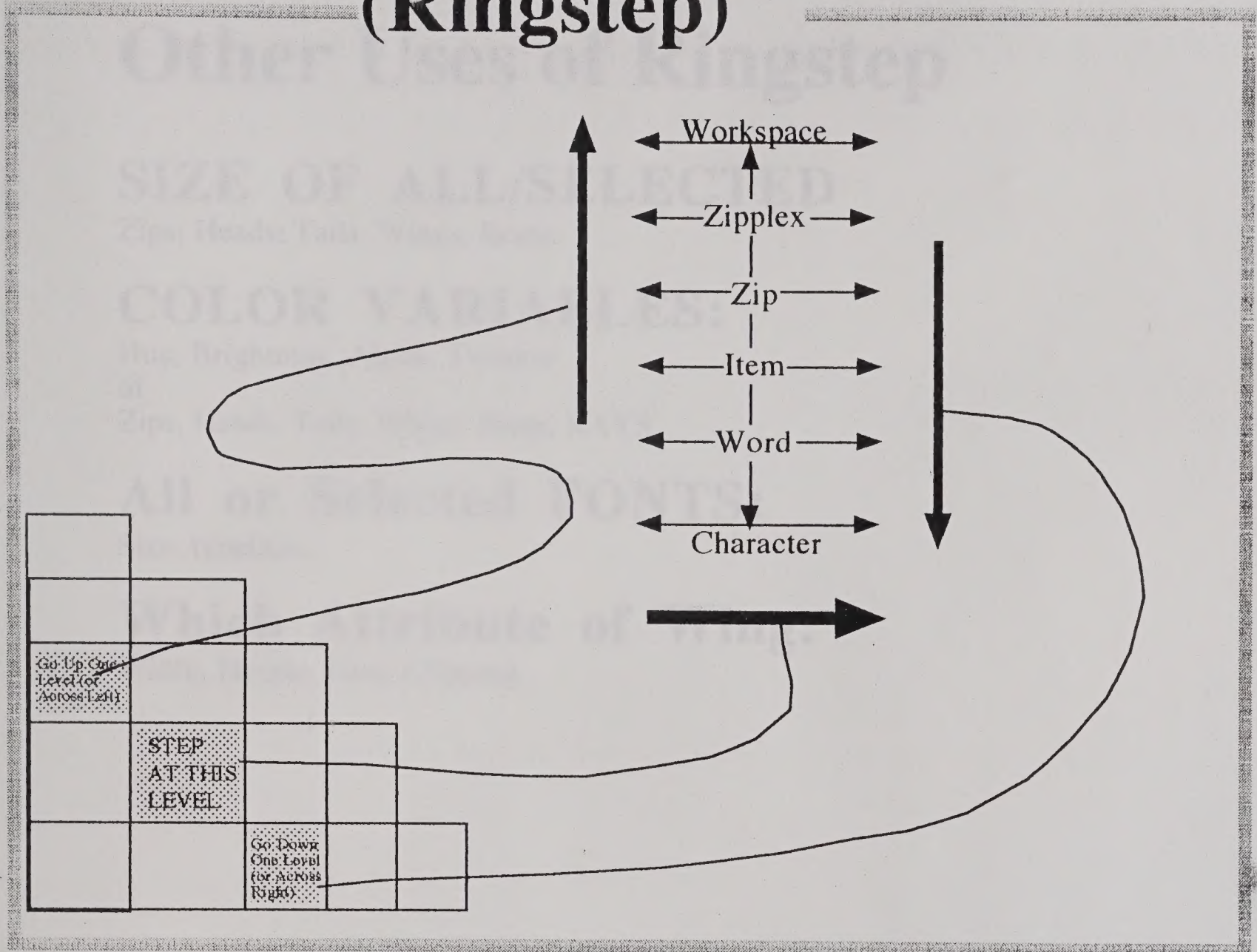


BASIC CONTROL LAYOUT

1. GRAPHIC SELECTION METHOD



2. SEQUENTIAL SELECTION METHOD (Ringstep)



Handled otherwise--



Other Uses of Ringstep

SIZE OF ALL/SELECTED

Zips; Heads; Tails; Wings, Items.

COLOR VARIABLES:

Hue, Brightness, Alpha, Twinkle
of

Zips, Heads, Tails, Wings, Items, RAYS.

All or Selected FONTS:

Size; typeface.

Which Attribute of Wing:

Width, Height, Font, Clipping.

ZIP COMBINATORICS

The objectives of Zip Combinatorics are to combine and construct zips--

To MAKE new Zips (with commitment)

To SEE possible Zips (before committing to them)

To see specific combinations while working on the parts.

PARTICULAR
INTERVENTION:

COMBINATIONS
HYPERARCHICALLY

VARIETY OF VIRTUALITY POSSIBILITIES

(TRANSLUCION GLUE)

In the present design, we are using translucion as the glue for hyperarchical outlining. An item is repeated at each level, indicating that this is the dividing-point for interleaving.

LINK GLUE

THE CURRENT DESIGN

The temptation and danger: MAKE IT TOO COMPLEX FOR USERS.

REDUCED LOGIC

I want to make the present design as simple as possible. Therefore I have tried to reduce the design to the fewest possible concepts.

THE BASIC FUNCTIONS:

1. COMBINE

("OR" or "+"-- but these terms would confuse writers)

TWO FORMS OF COMBINATION:

Concatenate

This allows zips to be put together into longer ones.

Interleave

This is for especially for hyperarchical outlining.

They can combine items

Sequential

All in one zip

Hierarchical

In parallel zips, representing levels

~~DISINTERLEAVE~~

Omitted here:

DISINTERLEAVE (inverse of Interleave)

PROMOTE / DEMOTE

2. OMIT OR ^{EXTRACT}CANCEL

("AND" or "-" -- but these terms would confuse writers)

"NOT" is probably the best term.

This removes items wherever they are.

It can remove items

Sequential

All in one zip

Hierarchical

In parallel zips, representing levels

THESE POSSIBILITIES SUGGEST A SET OF FOUR SYMBOLS:

Two Operators--

Combine

Not

and two "adjectives"--

Hierarchical (parallel zip levels)

Interleave

The default on "Combine" and "Not" would be simple concatenation.

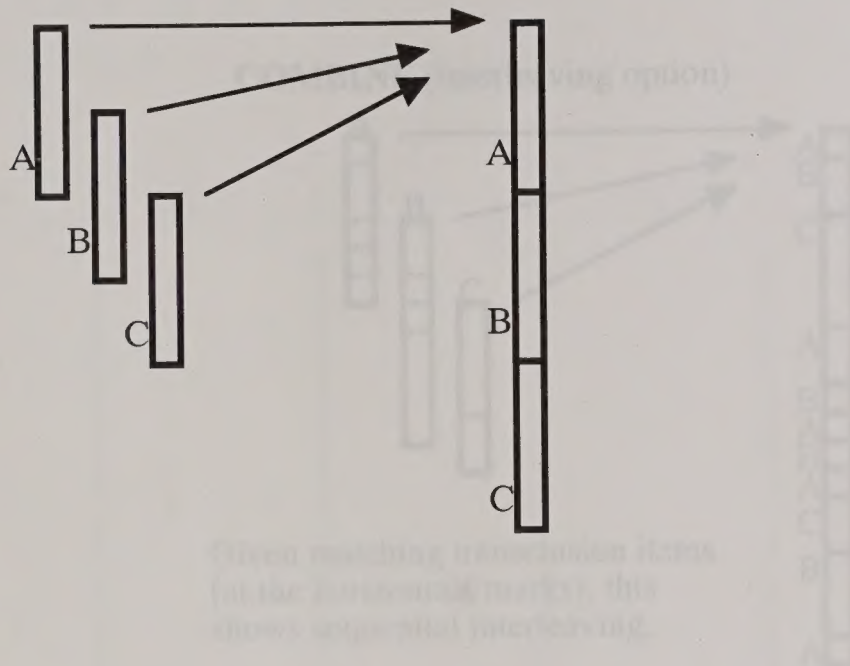
HOW TO REPRESENT THESE VISUALLY IS CRITICAL.

I see two main options for showing the origin of a constructed zip: putting the symbols on the rays, or at the top of the result zip.

NOTE THAT IF THE INDICATORS ARE AT THE TOP, it can be in a signal which is a pad type, and indicate approximately the origin of the zip even if the rays are not visible.

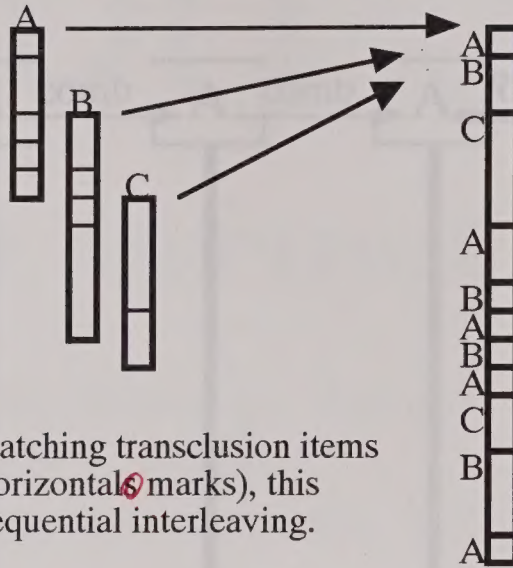


COMBINE (default: concatenate)



Series View of a Zip Construction

COMBINE (interleaving option)

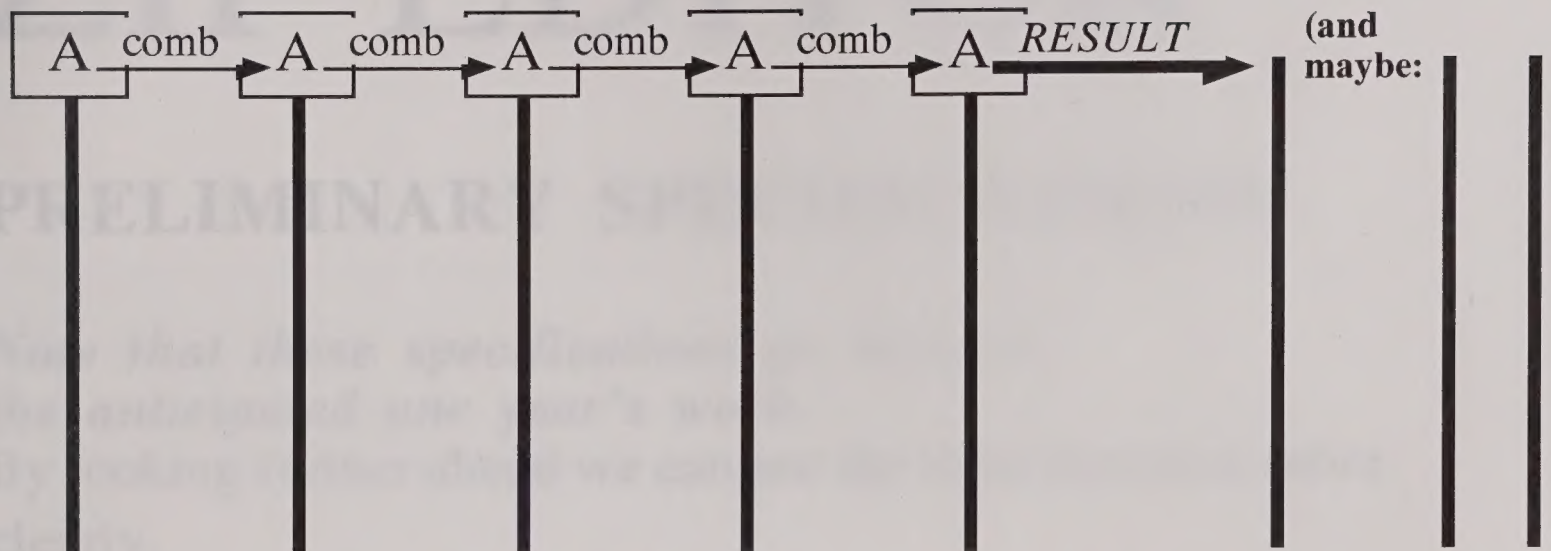


Given matching transclusion items
(at the horizontal marks), this
shows sequential interleaving.

Where combinations can be:

Concatenation;
Interleaving;
Multilevel.

Series View of a Zip Construction



Where combinations can be:

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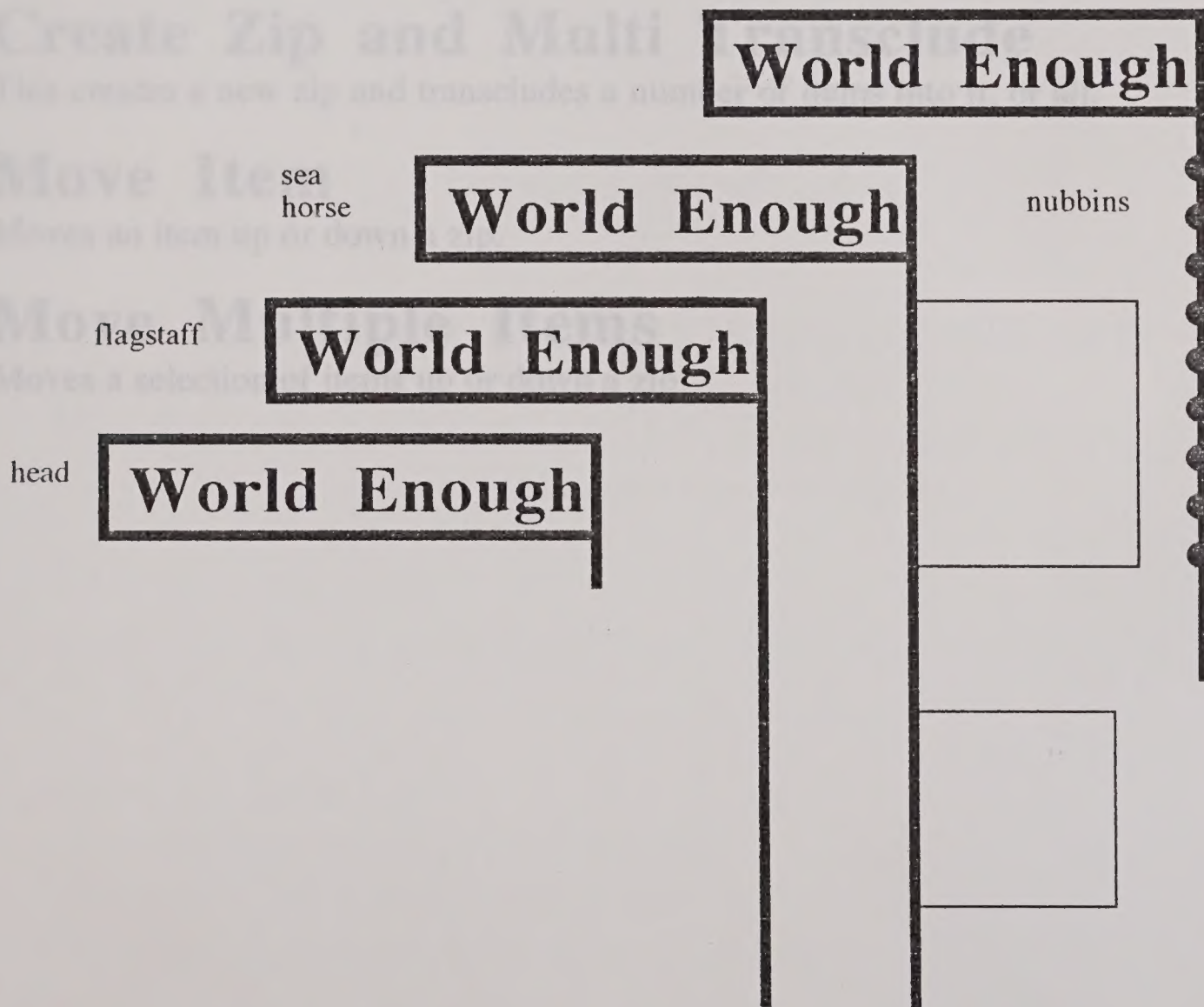
The top part of a displayed zip, showing the title.

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The flaglike rectangle in which contents of a Zip are shown.

Nubbin or Nub

Slight swelling on the staff of a zip to indicate an item.



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BASIC OPS:

View Ops

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Reposition Zip(s)

One or more selected zips are moved about on the screen.

Resize Zip

The appearance of a zip is made larger or smaller.

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One Zip can filter what shows on another zip, or what is projected from some other zip to a new zip.

There will be a wide variety of such functions.

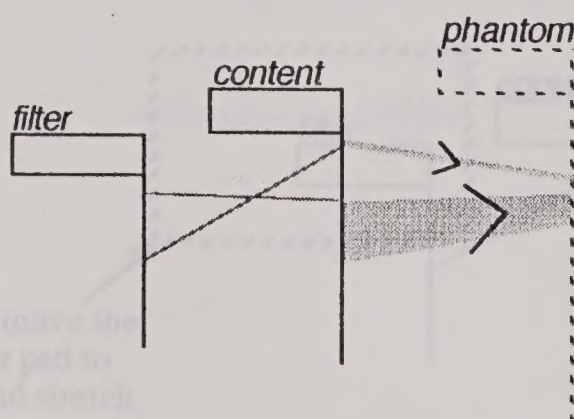


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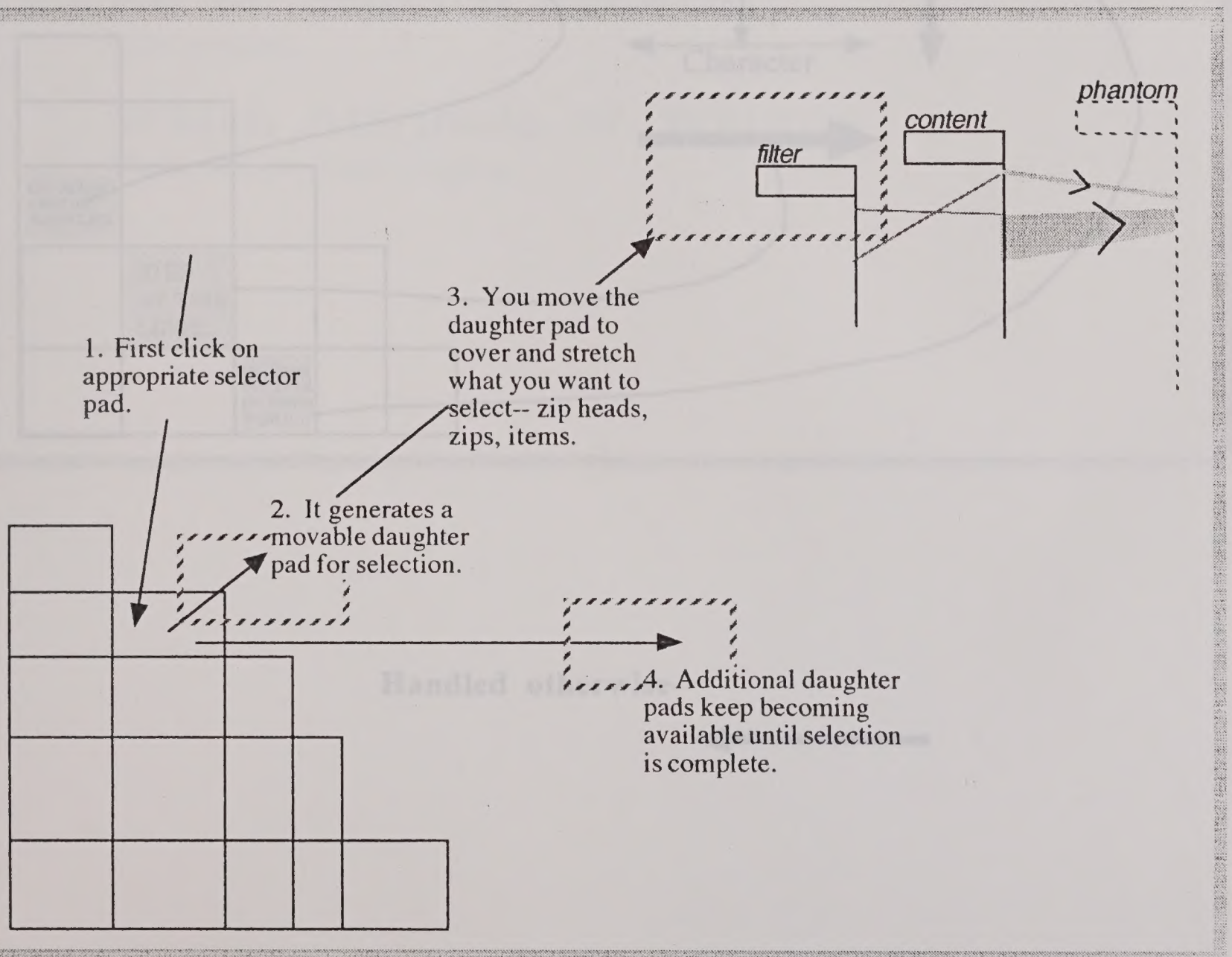
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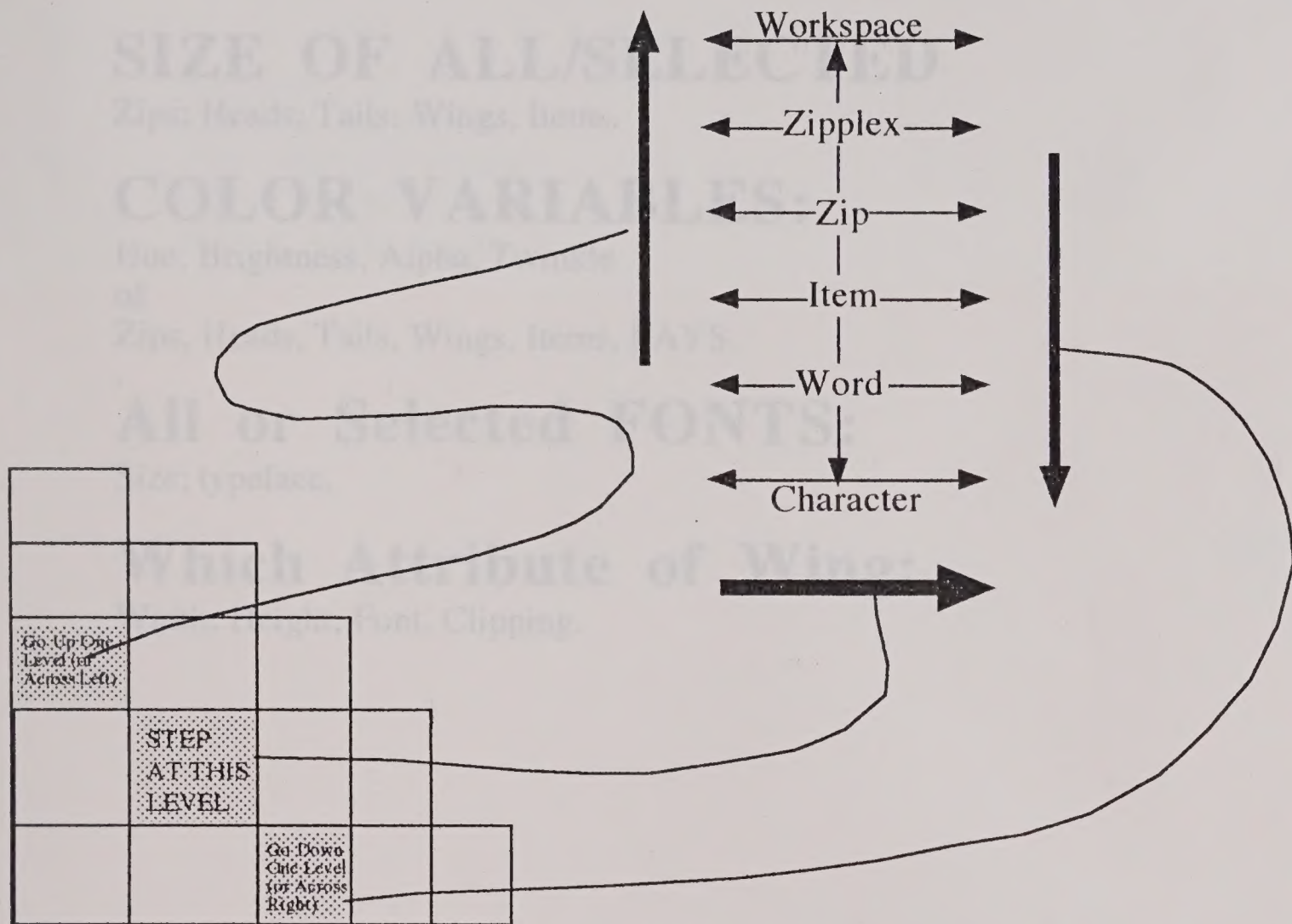


BASIC CONTROL LAYOUT

1. GRAPHIC SELECTION METHOD



2. SEQUENTIAL SELECTION METHOD (Ringstep)



Handled otherwise--



Other Uses of Ringstep

SIZE OF ALL/SELECTED

Zips; Heads; Tails; Wings, Items.

COLOR VARIABLES:

Hue, Brightness, Alpha, Twinkle
of

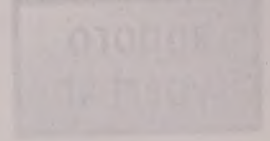
Zips, Heads, Tails, Wings, Items, RAYS.

All or Selected FONTS:

Size; typeface.

Which Attribute of Wing:

Width, Height, Font, Clipping.



Other Uses of Ringstep

SIZE OF ALLSELECTED

Size: Heads; Tails; Wings; Items.

COLOR VARIABLES:

Hue, Brightness, Alpha, Twinkle

of

Size: Heads; Tails; Wings; Items, RAYS.

All or Selected FONTS:

Size: typeface.

Which Attribute of Wing:

Width, Height, Font, Clipping.

ZIP PROJECTIONS

Summary.

This is to discuss

**ZIP PROJECTIONS,
ZIP COMBINATORICS,
RAYS AND FANS.**

THE OVERALL INTENT

Global view of ~~the~~ accounts of the, why zip

Close-up view

CONVENIENT MAP

Overview of
VST structures

APPLICATIONS

Views & settings

First: These are issues of
**LOOK AND FEEL AND INTERFACE,
NOT CONCEPTUAL STRUCTURE.**

ANYTHING CAN BE SHOWN, AND WORKED WITH.

Meaning that ANY CONCEPTUAL STRUCTURE (or DATA STRUCTURE) CAN BE VISUALIZED SOMEHOW, AND BE MANIPULATED SOMEHOW, if we think about the interface and design it well enough.

The Zip editor deals with SEQUENCES OF CHUNKS (zips), allowing many sequences to be interconnected. Interconnections may be by link or transclusion.

This interconnection can be visualized sideways, with sequences represented vertically, or vertically (with sequences represented as horizontal lines), or in other ways.

system of inter-
for ~~basic~~ ~~struc~~
basic struc

The conceptual structure is given:
Connected Sequences
where the connections do not follow the sequence.

HOW TO SHOW CONNECTIONS
AMONG SEQUENTIAL OBJECTS;

TRANSPARALLEL COMPARISON

(PIC?)

THE PRESENT INTERFACE.

In the present interface, we are representing--

- the ZIP by a vertical line or readable sequence of paragraphs.

- INTERCONNECTIONS variously by LINES or FANS.
 - LINKS by a single line,
 - TRANSCLUSIONS by a double line

WHAT WILL BE USEFUL?

TWO POINTS OF VIEW

ABSTRACT DESIGNER

NEAR-TERM USER, WANT TO START USING NOW

WHERE CAN WE GO FROM HERE?

Methods in place

Div. bet. field & gent. Pl.

Projection is LOGICAL OP
of Zip Editor;

the different things you want to

COMBINE

SEPARATE

EXTEND

TRY OUT

POSSIBILITY & FUTURE LOGIC

ARE THESE PIECES SAVED OR NOT?

Proj.is LOGICAL OP TO FUTURE

No Dift from Actualized Logical Ops

(TIME IS A RED HERRING)

HYPERTIME--

VS

1-WAY TIME

CANCELLABLE TIME (Unix Undo)

(Cancellable-time diagram)

Macintosh Time ~~diag~~

Should revert: Go back One Op

Lower V
revert. Revert -to-Saved

(Hypertime Diagram)

OUTLINE PROTECTION LOGIC

Basic idea: hyperarchitects)

IN THE PRESENT DESIGN, hyperarchitect
outlines is done ~~not~~ BY TRANSCRIPTION

7.11.95

INTER (CROSS)
VINES

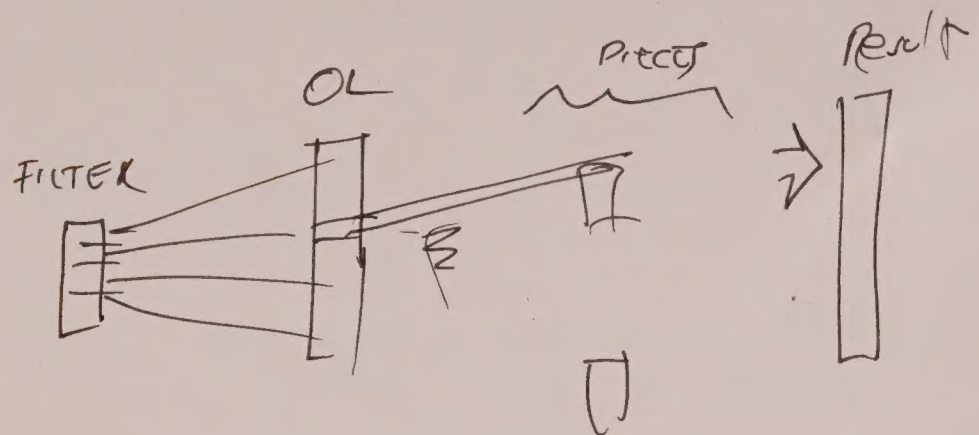
AUG 11 1995

Interlocking shd have
inverse -



FILTERING-8

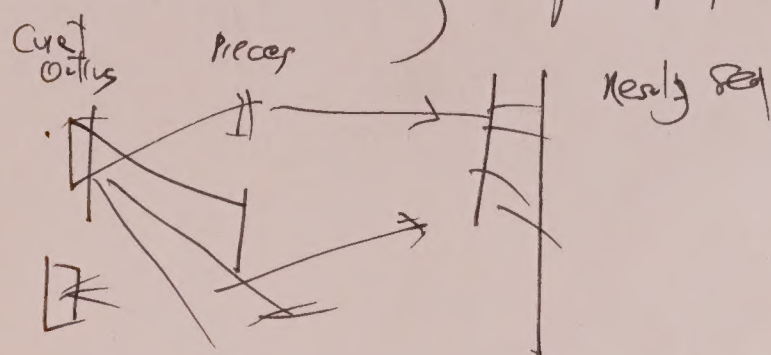
SUBNET THESE OUTLINE ITEM



possibly shd be



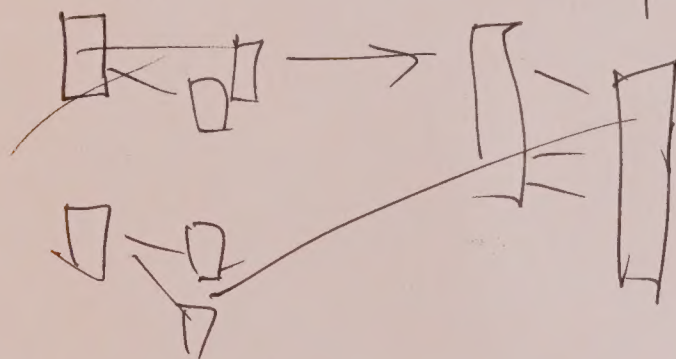
COMPOSITING & MERGING SYSTEM — for control large projects



Op 1: TAKE PIECES & WHAT FOLLOW IN THEIR TIPS
COMPOSITE THEM IN SEQUENCE
TO NOT DEPTH

except: ONLY WANT SPECIFIC PIECES
CONTAINING THE ITEMS. ~~JUST WANT~~
→ IF ITEM'S NOT UNIQUE,
SYST. INFORMS YOU?

TRANSPARENCY COMPOSITING — you want several layers





RAY LOGIC

THE LOGICAL OPS

OR PLUS

AND

EXTEND AS OUTLINE

INTERLEAVING METHOD

OPUS

ALT Opus

THE RAY OPS

SHOW ALL PROPERTIES

SHOW RAY LOGIC AND OPS



THE LOGICAL OPS

OR (PLUS)

term "OR" will confuse writer, with. sign likewise

AND (-)

term "AND" similarly

EXTEND AS OUTLINE

INTERLEAVING^E METHODS

Outline

ALT Outline

THE RAY OPS

SHOW ALL EQUALITIES

SHOW SOME LOCKE SUBSET

zip.proj.ho -----

The zip editor works with PARALLEL STRIPS DIVIDED INTO CHUNKS.

The zip editor is a TRANSPARALLEL INTERFACE for CONNECTED SEQUENCES (connected to each other).

HO more,d4

PROJECTIONS in the Zip Editor.

FIRST: "ANYTHING CAN BE SHOWN."

-----zip.proj.ho

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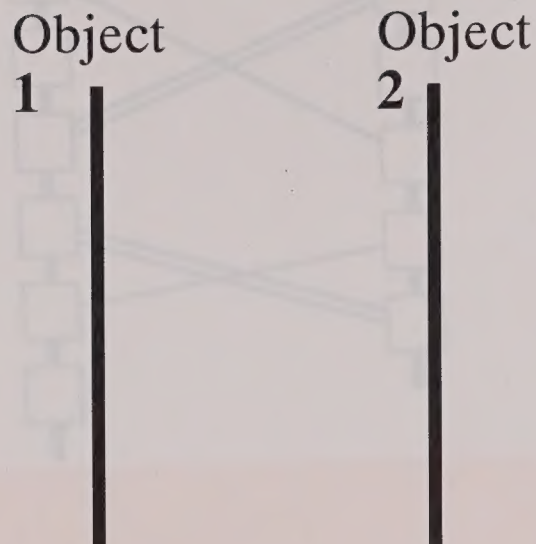
HO more.d4

PROJECTIONS in the Zip Editor.

FIRST: "ANYTHING CAN BE SHOWN."

Parallel Viewing:

Two separate objects
to be understood.



Transparallel Viewing & Media for Intercomparison of Contexts

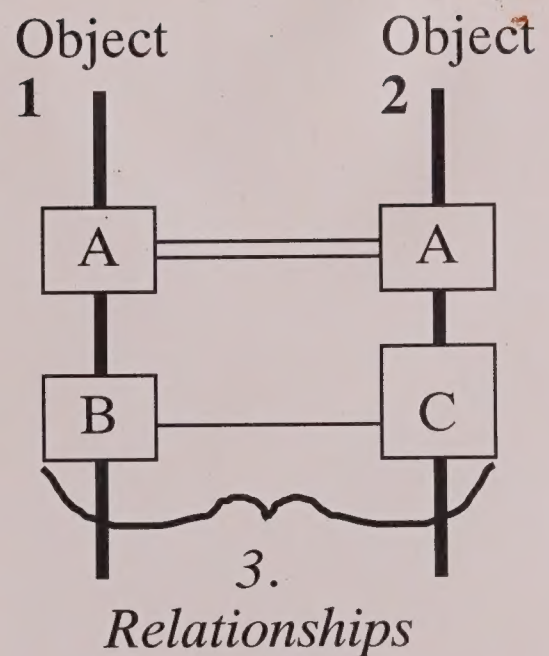
TO BE UNDERSTOOD:

Object 1;

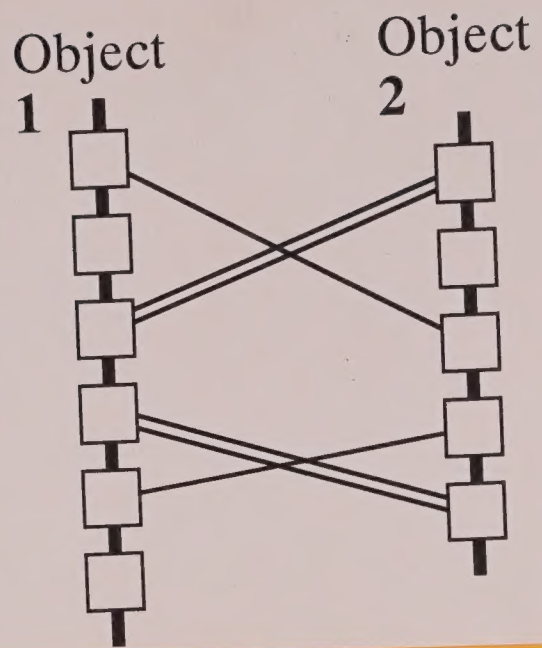
Object 2;

Relationship.

(Note that Object 1 $\neq$ Object 2; A=A.)



Out-of-Sequence Relations



From ted@hyper.sec.or.jp Sun Aug 20 04:36:15 1995
From: ted@hyper.sec.or.jp
Date: Sun, 20 Aug 95 04:36:03 JST
To: ookubo@sayaka.sec.or.jp
Subject: zip wishlist
Cc: ted@xanadu.net, marlene@xanadu.net
Content-Length: 888

1

zip wishlist, 95.8.19

GO TO DATABASE STORAGE OF ITEMS (for Tolerable Speed)

SMALLER TEXT

THINNER BORDERS

(Special command: Erase items not on zips)

(Special command: Erase zip and its nonshared items)

BE ABLE TO SAVE VIEW;
SYSTEM OPENS AS IT LOOKED PREVIOUSLY

RCITY VIEWS (miniature nonreadable vertical zips)
with FOREGROUND READERS

UNDO

Make Shrink/Expand work right:
BOXES STAY SHRUNK;
KEEP TEXT WITHIN VISIBLE AREA, wrap text.
Option: text scroll inside Item.

SHOW CONNECTIONS TO ZIPS OFFSCREEN (option)

FULL GRAPH OF TRANSLUSIONS ONSCREEN (option)

VARIABLE GRAPHS OF TRANSLUSION ONSCREEN (options)

Transclusion lines to Front

DOUBLE TRANSLUSION LINES (to mean RequalityS)

ALPHA the Transclusion lines

AUTOSAVE ITEM when mouse clicks in another item
AUTOSAVE ZIP when mouse clicks in another zip

LINK TO HEADCELL

Reverse delete (on shift-delete)

zip wishlist, 95.8.19

2,

GO TO DATABASE STORAGE OF ITEMS (for Tolerable Speed)

SMALLER TEXT

THINNER BORDERS

(Special command: Erase items not on zips)

(Special command: Erase zip and its nonshared items)

BE ABLE TO SAVE VIEW;
SYSTEM OPENS AS IT LOOKED PREVIOUSLY

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